RETURN TO
RINGWORLD
™

Based on the award-winning book series by celebrated author
LARRY NIVEN

TSUNAMI

RETURN T⊕ RINGW⊕RLD™

Based on Larry Niven's Known Space novel series

GAME DESIGNER
Ken Allen

GAME PROGRAMMERS
James E. Spellmon II
with
J. Robert Perske
Dove "Aordvork" Eoton
M1ke BØwmon
Don Armijo

ART DIRECTOR
Gory Cox

MUSICAL SCORE AND SOUND EFFECTS
Ken Allen

ART DESIGNERS
Gory Cox
Les White

BACKGROUND LAYOUT AND CHARACTER DESIGN
Les White

BACKGROUND RENDERINGS
Gory Cox

ANIMATORS
Jeff Crowe
with
Desie Hartman
Kotie Heitmon
Gory Cox
Les White
W. Bryan Ellis
Tate DeLoach

3D RENDERING
Gory Cox

STORY AND SCRIPT
Ken Allen
with Suson Frischer

TECHNICAL PROGRAMMERS
Robert E. Heitmon
John Rettig
Eric Hort
"Evil" Dove Moce

EXECUTIVE PRODUCER AND TECHNICAL CONSULTANT
Robert E. Heitmon

USER'S MANUAL
Ken Allen

EDITING
Suson Frischer
Rebecco Jarrett

QUALITY ASSURANCE TEAM
Rebecco Jorrett
Sol Ackerman
Jesse W. Jomes
Kotie Heitmon

PACKAGE AND USER'S MANUAL DESIGN AND LAYOUT
Greg Steffen
Steffen Design Group

CREATIVE CONSULTANT
Robert Mandell,
New Frontier Entertoinment

ADDITIONAL TECHNICAL DATA
Goio Technologio

Thank you, Larry Niven, for allowing us into your playground

These credits reflect the primary responsibilities of eoch member on the RETURN TO RINGWORLD project team. The designer wishes to thonk oll of the team members who made cantributions beyond their respective principal involvement.

CAST

Narrator	*Bruce Robinson*
Quinn	*Paddy Myers*
Seeker	*Dan Clarke*
Miranda	*Cindy Schoonmaker*
Carson Teal	*Gordon Moore*
Webbster	*Penny Lee Bradberry*
Astor Pharisha	*Violet Pipkin*
Nej G'Lor	*Fred Bologna*
Computer	*Leigh Murray*
Louis Wu	*Steve Pepper*
Additional Voices	*Peter Nazaretian*
	Jeff Hall
	Chris Allen

VOICE DIRECTOR AND AUDIO PRODUCER
Susan Frischer

RECORDING ENGINEER
Rafael T. Carmany

AUDIO TECHNICIAN
Jesse W. James

TALENT CASTING SERVICES
Leigh Murray

VOICES RECORDED AT:
Maximus Recording Studios
Fresno, CA (209) 255-1688

(800) 482-3766	Product Order line
(900) 903-9283	Hint line *($0.80 per minute)*
(209) 683-9283	Technical Support line
(209) 683-8288	Facsimile line
(209) 683-6191	BBS modem line 8-N-1
(800) 388-PIR8	SPA Anti-Piracy Hot-Line
GO TSUNAMI	CompuServe® Forum

Samples edited using Sound Forge™ for Windows
by Sonic Foundry

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WELCOME

THANK YOU FOR PURCHASING THIS TSUNAMI PRODUCT!

RETURN TO RINGWORLD IS AN ILLUSTRATED AND ANIMATED interactive adventure game based on Larry Niven's realm of Known Space. A previous encounter with Larry Niven's Ringworld is not necessary to play this game. However, you may enjoy playing the first of Tsunami's *RINGWORLD* series: *RINGWORLD: REVENGE OF THE PATRIARCH.*

THIS MANUAL IS YOUR GUIDE TO INSTALLING, PLAYING AND troubleshooting this game. Even though we have included a quick-start section for experienced gamers, we recommend that you read this manual before you install *RETURN TO RINGWORLD*.

THE FOLLOWING SECTION IS FOR EXPERIENCED GAMERS WHO wish to begin playing *RETURN TO RINGWORLD* without referring to the rest of this manual. These instructions assume that you are familiar with DOS commands and that you know your computer system meets the minimum requirements described in the GETTING STARTED section on page 6.

If, after playing *RETURN TO RINGWORLD* for a while, you'd like some additional story background, we have included material (See page 9) to enhance your enjoyment of the game.

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QUICK-START INSTRUCTIONS

CHECK THE CD-ROM GAME DISC FOR A README FILE containing important information developed after this manual was printed.

1. Insert the *RETURN TO RINGWORLD* CD-ROM disc into the CD-ROM drive. Change to that drive, then type:
   INSTALL and press [ENTER].
2. Follow the instructions on the screen to select the sound card installed in your system and the directory in which certain game files will be installed.
3. After the install procedure is complete, from the DOS prompt type:
   R2RW and press [ENTER].

For more information on playing *RETURN TO RINGWORLD* (such as saving games, shortcut keys, and other options), please refer to the section PLAYING *RETURN TO RINGWORLD* on page 10.

QUICK-REFERENCE GUIDE TO HOT KEYS

The keys listed below act as short-cuts for mouse-clicking actions.

F1	Displays help screen listing HOT KEYS and their uses
F2	Save a game
F3	Restore a game
F4	Restart
F5	Pause
F6	Select Sound Options
F7	Quit
F9	Select Speech/ Text Display Options
W	WALK Action
L	LOOK Action
U	USE Action
T	TALK Action
S	SWITCH ACTORS Action
G	Game Utilities

GETTING STARTED

THIS SECTION OF THE MANUAL CONTAINS INSTRUCTIONS FOR installing *RETURN TO RINGWORLD* and beginning play.

Minimum System Requirements

PC with 386/25 or higher processor
640K RAM/590,000 bytes free
Hard disk with 2 MB available
VGA (256 color) display or better (MCGA not supported)
CD-ROM drive with a minimum 150KB/second
   transfer rate
Creative Labs *Sound Blaster™*, *Sound Blaster Pro™*, Covox
   Sound Master II™, Media Vision *Pro-Audio Spectrum 16™*
   or Roland *RAP-10™* sound card
MS-DOS® version 5.0 or later (or 100% compatible)
Microsoft® mouse with version 6.0 or higher driver
   loaded into memory (or 100% compatible)

Hard Disk Compression Software

Hard disk compression software is a utility that lets you store more data on your hard drive. *RETURN TO RINGWORLD* has been tested with success on computers with Stacker™ versions 3.0, 3.1, 4.0, and MS-DOS DoubleSpace version 6.2.

TSRs (Terminate and Stay Resident software)

TSRs are programs which load into memory and stay there until you turn off the computer. *RETURN TO RINGWORLD* runs most efficiently when it has all the resources of your computer at its disposal. However, there are a few TSRs that are necessary.

Examples of TSRs required by your system are mouse drivers, CD-ROM drivers, sound card drivers, memory management software (such as MS-DOS EMM386.EXE), disk caching soft-ware (such as MS-DOS SMARTDRV.EXE), and hard disk com-pression software. If possible, these TSRs should be loaded into high memory before installing *RETURN TO RINGWORLD*.

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INSTALLING THE GAME

WARNING! IF YOU ARE RUNNING A DOS SESSION UNDER IBM OS/2® or MS Windows® or any other operating environment, you must exit or quit out of them. IBM OS/2 users may need to refer to instructions in their manual on using Boot Manager. Windows NT® users should refer to instructions in their manual on using Boot Loader.

At any time during installation, you may abort installation by pressing the [Esc] key. A dialog box will appear asking if you are sure you want to quit installing *RETURN TO RINGWORLD*. Click on OK or press [Enter] to abort installation. Click on CONTINUE or press [Esc] to proceed with installation.

With your computer turned on and the display showing a DOS prompt, follow the following steps for installation:

1. Remove the *RETURN TO RINGWORLD* CD-ROM disc from the box and insert it into your CD-ROM disc drive.

2. Type the letter of the drive (into which you inserted the CD-ROM disc) followed by a colon and press [Enter]. For example, if the CD-ROM disc drive into which you inserted the game disc is drive D, you would type:

    D: and press [Enter].

3. Type: INSTALL and press [Enter].

4. The Tsunami logo screen will appear followed by a dialog box asking if you are ready to install *RETURN TO RING-WORLD*. If you are ready, click on OK or press [Enter]. If you are not ready to install the game, click on QUIT or press the [Esc] key.

5. Another dialog box will appear allowing you to confirm the sound card installed in your computer. Click on OK or press [Enter] only if the sound card displayed on the screen matches the one installed in your computer. If the displayed sound card name is incorrect, see page 16 for selecting a sound device.

6. Next, the installation process will prompt you to select the directory into which certain *RETURN TO RINGWORLD* game files will be copied. This dialog box will display the default path:

    C:\R2RW.

    Click OK or press [Enter].

    If you wish to install to a different directory or drive, you may type in the path name using valid DOS filename characters

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INSTALLING THE GAME

(See your DOS manual for a list of these characters). When you have entered the name of the path where the game files are to be copied, click OK or press [ENTER]. If you use incorrect path name characters, you will be prompted to re-enter the path name.

7. After the files have been copied to your hard disk, the screen will display a message informing you that the installation procedure is complete. The entire copying procedure takes less than two minutes. You are now ready to play RETURN TO RINGWORLD. Be sure to fill out the product registration card found in the game box.

If you experience technical problems, please refer to the TROUBLESHOOTING section on page 19.

STARTING THE GAME

FROM THE DOS PROMPT TYPE C: AND PRESS [ENTER], THEN CD \R2RW and press [ENTER]. (If you specified a different drive or directory name during the installation procedure, change the directory to that drive and path name.)

Next, type R2RW and press [ENTER]. The screen will go blank, followed by the Tsunami logo sequence. You will then be asked if you want to see the introduction, jump right to game play, restore a saved game or quit to DOS. First-time players should choose to see the introduction. After you make your selection, the game will begin.

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IT'S THE 29TH CENTURY AND THE GALACTIC CORE IS EXPLODING! A shock wave of radiation undulates into space, threatening all life forms in the galaxy.

That's the bad news. The good news is that the radiation won't get to the inhabited reaches of Known Space for another twenty thousand years. So no one is panicking yet...no one, that is, except the Puppeteers.

As the natural cowards of the universe, Puppeteers will not travel in hyperspace. So they've put their incredible technology to use, escaping the galaxy with their 'home world' and four farming worlds in tow.

Traveling at sub-light speeds, this Fleet of Worlds heads for the Clouds of Magellan, a lesser galaxy on the edge of the Milky Way. As the planets move sedately through space, another drama unfolds....

Long ago, the Puppeteers worked behind the scenes manipulating the races of Known Space. During the Man-Kzin wars, they secretly aided the Humans by attempting to influence the development of an increasingly passive Kzinti race.

Centuries later, knowledge of the Puppeteers' covert actions reached the Kzinti Patriarch, inciting an explosive response unmitigated by the passage of time. The Patriarch decreed the Puppeteers' destruction, sending a well-armed hyperdrive starship to intercept the Fleet of Worlds.

Just in time, the Patriarch's plan was thwarted by three unlikely companions. Risking their lives and reputations, they prevented Puppeteer genocide and averted another Man-Kzin interstellar war. But instead of being hailed heroes, the three are denounced as criminals and forced to flee for their lives.

Quinn McQuarry (a male human), Miranda Rees (a female human), and Seeker of Vengeance (a male kzin) are fugitives from injustice. The Kzinti Patriarch has placed a price on their heads because they blew up his weapon of revenge, the starship *Destroyer*. They also cheated the Puppeteers out of technology discovered on Ringworld. And they're wanted for the theft of the *Lance of Truth*, a hyperdrive research vehicle built jointly by the Kzin and Human governments.

Now hunted throughout Known Space, the crew has only one choice: return to Ringworld and lay low until they can clear their names. Yet even this colossal artificial world holds no safe haven, for Ringworld's mysteries have attracted a dangerous force...The United Nations' Amalgamated Regional Militia (otherwise known as the ARM).

Can the fugitives discover Ringworld's secret in time to defeat the plans of a power-crazed megalomaniac?

STORY BACKGROUND

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PLAYING RETURN TO RINGWORLD

RETURN TO RINGWORLD IS AN ILLUSTRATED AND ANIMATED interactive adventure game in which you control the actions of the main actors. Nearly all scenes in this game are portrayed from a third-person perspective, much like the scenes in a movie.

As *RETURN TO RINGWORLD* begins, you will see animated scenes that set up the story. We call these non-interactive scenes "cinematic sequences." From time to time, we use these cinematic sequences to unfold the story as you make progress toward completing the game.

By directing the actions of the main characters, you move the game forward. Using your wits and puzzle-solving abilities, you must overcome all obstacles using your mouse and the ACTION icons shown on the screen.

USING THE MOUSE

ALL ACTIVITIES IN THIS GAME CAN BE ACCOMPLISHED BY USING the mouse. When you click the left mouse button, the character will take action. Click the WALK ICON on the screen and your character walks to that location. Click the TALK ICON on another character and your character tries to talk with that character, and so on....

Clicking the *right mouse button*, will cause the ACTION MENU to be displayed. For more information on using the ACTION MENU, see the SELECTING AN ACTION section on page 12.

SCREEN LAYOUT

THE SCREEN IS DIVIDED INTO TWO AREAS DURING GAME PLAY. The strip across the bottom is the INVENTORY BAR. It allows you to see what the game character is carrying. It also displays the name of the character you are currently playing. This is important because you can switch at will between the three main characters in *RETURN TO RINGWORLD*.

The large portion above the INVENTORY BAR is the GAME SCREEN. This is where all the action in the game takes place. This is also where conversation text and game messages are displayed.

During cinematic sequences the INVENTORY BAR will not be displayed. Also, at times, the controls for some vehicles will replace the INVENTORY BAR. For more information on using the Inventory Bar, see next page.

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THE INVENTORY BAR, LOCATED ACROSS THE BOTTOM OF THE
screen, displays the items in your character's possession. There
is enough room to display four inventory items at one time. To
see your character's other inventory items, click on one of the
arrows in the INVENTORY BAR. Clicking on these arrows will scroll
the inventory right or left.

To put an object into inventory, click the USE ACTION cursor on
that item. If the item can be picked up, it will be added to your
inventory (See SELECTING AN ACTION on page 12).

You may use an inventory item by moving the cursor to the item
in the INVENTORY BAR and clicking on it with the left mouse button.
The cursor will now change its shape to match the shape of the
inventory item. You can now use that inventory item on an
appropriate object or character on the game screen. In some
cases, you can even use one inventory object on another.

If you want to use an inventory item with or on another inven-
tory item, select one of the inventory items. When the mouse
cursor's shape matches the first inventory item, locate the sec-
ond inventory item and click the cursor on it. If two inventory
items are appropriately combined, a newly created item will be
added to the inventory. The two original inventory items will be
eliminated.

To examine an inventory item, click on the item and then on
the question mark located next to the INVENTORY BAR arrows. The
game will display a description of that item. HINT: Pay close
attention to the descriptions. They may contain helpful clues
for puzzle solving.

If an inventory item has controls for you to use, you must select
the item then click the item's cursor on the question mark of
the inventory bar. This will allow you to see an inset featuring a
close-up of the item's controls.

INVENTORY BAR

SELECTING AN ACTION

TO SELECT AN Action, CLICK THE RIGHT MOUSE BUTTON. This will activate the Action Menu, a triangular-shaped graphic with six smaller diamond shapes, called Action Buttons. Each Action Button depicts an action that will direct your character.

Click the cursor on the diamond-shaped button that resembles the action you want the character to do. The cursor changes its shape to match the Action Button you just selected from the Action Menu. (The WALK Action Button turns the cursor into the shape of cross hairs, instead.) The Action Menu will then disappear and game play will resume.

ACTION MENU

Each Action also has a HOT KEY, or keyboard equivalent, allowing you to act immediatly. Hitting a HOT KEY changes the shape of the mouse cursor to match the Action selected.

The functions of each Action Button and their corresponding HOT KEYS are described on the next few pages. Also note that during the cinematic sequences, the mouse cursor and inventory bar on the screen will disappear. You will know that you may resume playing when the mouse cursor and inventory bar have reappeared.

WALK

ACTION BUTTONS

IF YOU WANT TO MOVE YOUR CHARACTER AROUND, SELECT the WALK action from the Action Menu. Once the mouse cursor takes the shape of cross hairs, you can move the character by clicking on the spot you want the character to go. The HOT KEY that activates the WALK action is the [W] key.

LOOK

SELECT THE LOOK ACTION FROM THE Action Menu AND YOU can examine objects in the game. Clicking the LOOK action cursor on objects or characters will give you a text message (if enabled) and a spoken narrative (if enabled) describing that object or character. The HOT KEY that activates the LOOK action is the [L] key.

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TOUCHING, PUSHING, PULLING AND GETTING ARE ALL ACHIEVED by selecting the USE action from the ACTION MENU. Sometimes clicking the USE action cursor on items will cause the game to display a close-up of that item. The HOT KEY that activates the USE action is the [U] key.

USE

TO CARRY ON A CONVERSATION BETWEEN YOUR CHARACTER and other characters, use the TALK action. Click the TALK action cursor on the character you want to talk to. Not everyone will be interested in conversing with you. Pay attention to those that are. Often this information is vital. See the separate section below on Handling Conversations. The HOT KEY that activates the TALK action is the [T] key.

TALK

HANDLING CONVERSATIONS
TO CARRY ON CONVERSATIONS WITH OTHER CHARACTERS IN *RETURN TO RINGWORLD*, you must first click the TALK icon on that character. Sometimes you can even choose a sentence from a selection box that will appear.

We have tried to anticipate the topics of conversation you might want to address, as well as various replies to comments and questions put to you. As in real life, proper topics of conversation can be profitable, while idle conversation is usually of little benefit.

SWITCH ACTORS
TO CHANGE CHARACTERS, CLICK THE SWITCH ACTORS BUTTON, the ACTION MENU is replaced by another menu that displays your character choices. When you switch to another character, the game screen will change to the scene in which that character is active. Also, when you switch to another character, you see that character's inventory and name displayed in the INVENTORY BAR. The HOT KEY that activates the SWITCH ACTORS action is the [S] key.

SWITCH ACTORS

Keep in mind, switching to the role of another character may not always allow you to make progress. However, failing to switch characters may result in no further progress.

GAME UTILITIES

PRESSING THE GAME UTILITIES BUTTON BRINGS UP A WINDOW which highlights and accesses game-related utilities. These functions are Saving, Restoring, Restarting, Pause, Sound options, Quitting and Speech/Text Display. Each is described in greater detail below. The HOT KEY that activates the GAME UTILITIES window is the [G] key.

RETURN TO RINGWORLD is not a "try-and-die" game experience. If an action would logically result in your character's death, the game will not permit that action. However, most players will not be able to complete *RETURN TO RINGWORLD* in a single sitting. You will probably want to save your game-in-progress at tricky spots, or before you quit. If you do not save your game-in-progress before you quit, you will have to start from the beginning the next time you play.

SAVING YOUR GAME

THE SAVE-GAME FUNCTION ALLOWS YOU TO SAVE UP TO eight games-in-progress. Each game may be named uniquely and restored independently. Press the [F2] key or select the GAME UTILITIES BUTTON from the ACTION MENU and click on SAVE. Click the mouse on the empty button and type in a description. Click on SAVE or [ENTER] to SAVE your current game.

If all eight buttons are filled, you will have to re-use one of the buttons. Click on the game description that you are going to re-use and edit the name to your satisfaction. Click on SAVE or [ENTER] to save your game. All data from the original SAVE is lost as it is replaced by the new SAVE.

Once you have finished typing, click on OK or press [ENTER]. Later, you may return to this exact spot with the RESTORE game utility.

RESTORING A SAVED GAME

TO RESTORE A PREVIOUSLY SAVED GAME-IN-PROGRESS, PRESS the [F3] key or select the GAME UTILITIES BUTTON from the ACTION MENU and click RESTORE.

This function brings up the list of SAVED games. Select a game to RESTORE by clicking the mouse on the desired GAME DESCRIPTION BUTTON. Your current game, if one is in progress, will be lost (*unless you have saved it*) and you will resume playing the RESTORED game. Click on CANCEL to resume play without restoring a game.

TO START PLAYING *RETURN TO RINGWORLD* OVER FROM THE beginning, press the [F4] key or select the GAME UTILITIES BUTTON from the ACTION MENU and click on RESTART.

A dialog box will appear asking if you are sure you want to restart the game. Click on OK or press [ENTER]. This will take you back to where game play begins. If you change your mind, click on CANCEL or press the [ESC] key.

Remember, if you start over without having saved your game, you will lose all progress in the part of the game you've played.

To view the opening cinematic sequence for *RETURN TO RING-WORLD*, you must quit the game and start from DOS. See the STARTING THE GAME section on page 8.

RESTARTING

WE RECOMMEND THAT YOU DO NOT TURN OFF YOUR COMPUTER to quit playing. Instead, use the QUIT function by pressing the [F7] key or by selecting the GAME UTILITIES BUTTON from the ACTION MENU and clicking on QUIT.

Another window will then be displayed asking if you really want to quit. Click OK or press [ENTER]. To avoid quitting, click CANCEL or press the [ESC] key.

QUITTING RETURN TO RINGWORLD

RETURN TO RINGWORLD IS A "TALKIE." ALL OF THE DESCRIPTIONS and conversations are presented in spoken form by default. You may change the default setting so that text is concurrently displayed on the screen. You may also choose to have text displayed instead of speech.

To reveal the SPEECH/ TEXT DISPLAY OPTIONS selection window, press the [F9] key or select the GAME UTILITIES BUTTON from the ACTION MENU and click on SPEECH/ TEXT DISPLAY OPTIONS. Next, click on one of the three options (SPEECH ONLY, TEXT ONLY or SPEECH AND TEXT) and then click on DONE, or press [ENTER].

The change you make will immediately take effect. The setting you have selected will be saved so that the next time you start *RETURN TO RINGWORLD*, you will play using the option last selected.

SPEECH/ TEXT DISPLAY OPTIONS

SOUND OPTIONS

TSUNAMI GAMES SUPPORT SOUND IN TWO WAYS: SYNTHESIZED sound and digitized samples. All music and some sound effects are played using synthesized sound. All speech and some sound effects are played using digitized sample playback.

While playing *RETURN TO RINGWORLD,* you can change the volume level or select a different sound and music device. Make either of these changes by pressing the [F6] key or selecting the GAME UTILITIES BUTTON from the ACTION MENU and clicking on SOUND.

The SOUND OPTIONS WINDOW also has two place holders containing, respectively, the names of the sound devices through which music and digitized sound will play.

The SOUND OPTIONS WINDOW will be displayed allowing you to make the desired changes. Master Volume has a horizontal slider permitting you to set the volume level for all sounds and music in the game. You will also notice the Sample-to-Music balance slider representing the balance between music and sample outputs.

CHANGING THE MASTER VOLUME

CLICK AND HOLD ON THE MASTER VOLUME CONTROL OR THE Sample-to-Music balance slider and "drag" the control by moving the mouse right or left. Release the mouse button at the point where the volume or balance setting is most pleasing.

SELECTING A SOUND DEVICE

TO CHANGE THE SELECTED SOUND CARD: CLICK ON THE music device or digitized sound card you wish to change. A drop-down menu will appear, listing the available sound devices from which you may choose. Select the desired sound device by clicking on its name.

The drop-down menu will disappear and a brief musical selection with a bit of sampled speech will play. This is a test to make sure you can hear the music and digitized sound on the sound devices selected. Verify that the volume level sliders are set at a level that will enable you to hear this test.

Do not select a sound device that is not installed in your computer system. Doing so may produce unpredictable results.

When you have made your changes, click on OK or press [ENTER]. Cancel any changes made in this window by clicking on CANCEL or pressing the [Esc] key.

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RETURN TO RINGWORLD SUPPORTS THE SOUND CARDS LISTED below. If the sound card in your computer is not among those listed, check the sound card manufacturer's manual to see if it is 100% compatible with any of these sound cards.

SOUND CARDS

Creative Labs *Sound Blaster* and *Sound Blaster Pro*
Covox *Sound Master II*
Media Vision *Pro-Audio Spectrum 16*™
Roland *MT-32*™*, *MT-100*™*, *CM-32L*™*, *CM-64*™*, and *LAPC-I*™
Roland *SCC-1*™ and *RAP-10*™
External General MIDI Device*

* Requires that a Roland MPU-401 (or 100% compatible) MIDI interface card is installed and connected to this sound device.

Some manufacturers bill their sound devices as "MT-32 compatible." However, if the sound device is not listed, we probably do not support it in its "MT-32 mode." Currently, the only MIDI interface that Tsunami games support is the Roland MPU-401 or 100% compatible. Not all MIDI interfaces are the same! Check the MIDI interface's manual to see if your interface is 100% compatible with the Roland MPU-401.™

GENERAL MIDI IS AN EXTENSION OF THE MIDI STANDARD that defines the basic layout of instrument sounds and the minimum capabilities of a General MIDI device. A MIDI device that follows these guidelines is said to be "General MIDI compliant."

GENERAL MIDI

General MIDI compliant devices are available from several manufacturers. If you have a General MIDI compliant sound device connected to your computer system, you may select "EXTERNAL GENERAL MIDI" from the SOUND OPTIONS WINDOW.

GENERAL MIDI
INSTRUMENT

Tsunami's External General MIDI driver supports all MIDI keyboards and sound modules bearing the General MIDI logo.

Here's a list of popular General MIDI compliant devices:

E-MU Systems, Inc. *Sound Engine*™ and *IIIxp*™
Kawai *GMega*™ and *X40-D*™
Korg *AG-10 Audio Gallery*™, *03R/W*™, *05R/W*™, and *X3R*™
Roland *Sound Canvas GS*™, *CM-300*™, and *CM-500*™ modules
Roland *SCC-1* and *RAP-10* sound cards
Boss™ *DS-330*™
Yamaha *TG-100*™ and *CBX-T3*™

If you have problems with a General MIDI sound device, refer to the manufacturer's manual or contact the manufacturer directly.

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TROUBLE-SHOOTING

THE FOLLOWING ARE ANSWERS TO PROBLEMS SOME PEOPLE MAY encounter while installing or playing *RETURN TO RINGWORLD*. Additional help may be found in the README file on the *RETURN TO RINGWORLD* CD-ROM disc. The README file contains important information developed after this manual was printed.

Q: When I try to install or run the game, it freezes up my computer.

A: Make sure you follow the directions outlined in the INSTALLING THE GAME section on page 7. Also, make sure you are not trying to install from MS Windows, Windows NT or from OS/2. Verify that your computer meets or exceeds the minimum requirements described on page 6 in the GETTING STARTED section.

If this problem occurs before or during the Tsunami animated logo sequence, there is most likely a conflict between our auto-detect software and the hardware installed in your computer.

To install *RETURN TO RINGWORLD* without activating the auto-detect software, change to the CD-ROM drive and type:

INSTALL /A and press [ENTER]

This will bypass auto-detection for sound hardware. When the installation procedure prompts you to indicate the sound devices you have in your computer, you may then select from a list of supported devices.

See the SOUND OPTIONS section on page 16.

Q: When I run the game I get the error message:

CDR101: Not ready reading drive E
Abort, Retry, Fail?

What does that mean?

A: This is a DOS error message indicating that there is no CD-ROM disc in the CD-ROM drive or that DOS has not finished mounting the CD-ROM disc you just inserted into the CD-ROM drive.

Make sure the *RETURN TO RINGWORLD* CD-ROM disc is in the CD-ROM drive label-side up and that the "busy" light is no longer lit. Hit the [R] key to tell DOS to retry reading the CD-ROM drive.

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TROUBLE-SHOOTING

Q: *The mouse doesn't work, but it works with other programs. Does the game work with my mouse?*

A: Check to make sure a mouse driver is being loaded when your computer boots up. The driver will either be loaded from your AUTOEXEC.BAT or CONFIG.SYS file.

If the driver is not loaded at the time your computer boots up, search your hard drive for a MOUSE directory. Sometimes the mouse driver may be in the root directory or even the DOS directory.

If you still cannot find the mouse driver that came with your mouse, consult the mouse manual and floppy disks that came with your system. The manual will tell you how to install the mouse driver.

Q: *The game won't play. Instead I get a dialog box that tells me I do not have enough memory. How can I solve this?*
   OR

Q: *The game stops and I get the message "out of conventional memory." Why?*

A: You need at least 590,000 bytes of free RAM to play *RETURN TO RINGWORLD*. In most cases you will need a memory manager to free up the memory needed.

Make certain you are running DOS 5.0 or newer (or 100% compatible) and have at least 640KB of memory in your computer. The more memory you have, the better.

Type CHKDSK and press [ENTER] from DOS and read the last two lines of text generated by this command. TOTAL BYTES MEMORY should be at least 640,000. If not, you need to add more memory. Consult the documentation that came with your computer on how to add more memory. If BYTES FREE is less than 590,000 bytes, you will need to optimize memory usage.

Your DOS manual has an entire section on optimizing your system. Specifically, you should read the portions that describe how to use DOS HIMEM and EMM386 drivers and the DEVICEHIGH and LOADHIGH commands.

MS-DOS 6.X users can try using MEMMAKER, a DOS utility that modifies the CONFIG.SYS and AUTOEXEC.BAT files to load drivers into high memory.

TROUBLE-SHOOTING

If you've tried these suggestions with no success, you may have to create a TSUNAMI START-UP DISK. Please refer to the CREATING A TSUNAMI START-UP DISK reference card included within your game package.

Q: *After I leave MS Windows, my sound card volume is too soft when I play RETURN TO RINGWORLD even when the volume level in the game is set to maximum.*

A: Most newer sound cards come bundled with mixer software that allows you to control the card's volume from Windows and DOS. You can use one of these programs to increase the volume settings of your sound card. The sound card's manual should have instructions on how to use the mixer programs.

If this procedure fails, or you cannot locate the mixer software for your sound card, simply reboot your computer without loading Windows.

Q: *I have a Sound Blaster 16 and when I try to install RETURN TO RINGWORLD, the game tells me I have a Sound Blaster Pro. When I accept this choice, I can't hear any speech or sampled sounds. How come?*

A: This is a function of the auto-detect feature that has yet to be resolved. If you have a Sound Blaster 16, select Sound Blaster and not Sound Blaster Pro during installation.

IF YOU STILL HAVE PROBLEMS PLAYING *RETURN TO RINGWORLD*, the Tsunami Technical Support Department is available by calling (209) 683-WAVE during our regular business hours (8 AM to 5 PM Pacific Standard time). When you call, please have the following information available:

ADDITIONAL HELP

➢ Brand and model of your computer.
➢ DOS version (type **ver** [ENTER] at the DOS prompt).
➢ Brand and version of any memory managers installed.
➢ Brand and model of your sound card.
➢ Brand and model of your mouse and version of the mouse driver.
➢ Brand and version of any disk compression you are using.
➢ Brand and model of your CD-ROM disc drive and version of the driver.
➢ Contents of your AUTOEXEC.BAT and CONFIG.SYS files.

Please note that the above phone number is for technical assistance only. NO GAME HINTS OR PRODUCT ORDERS CAN BE TAKEN BY OUR STAFF AT THE TECHNICAL SUPPORT NUMBER!

HINTS

RETURN TO RINGWORLD FEATURES PUZZLES FOR THE moderately advanced gamer. As you play, you may encounter puzzles that you consider insurmountable. Do not despair! Hints for all of Tsunami games are available 24 hours a day by calling our Hint Line at (900) 903-WAVE (9283). Calls to this number are NOT free. You will be charged a nominal amount of $0.80 per minute. Callers under the age of 18 must have permission from a parent or guardian to call this number.

Tsunami 24-Hour Hint Line:
(900) 903-WAVE (9283)

A hint book is also available for *RETURN TO RINGWORLD*. See your local software retailer, or you may order the hint book by calling (800) 482-3766. Have a major credit card ready when you place your order. This phone number is for product orders only. Do not call this number for hints or technical service. See ADDITIONAL HELP on the previous page for instructions on getting technical help for Tsunami products.

For more information on other Tsunami or
Time Warner Interactive products, call
(800) 482-3766

ON-LINE HELP

YOU CAN ALSO OBTAIN CUSTOMER SUPPORT AND TSUNAMI product information from the Tsunami BBS. Our BBS supports baud rates from 300 to 9600 at 8-N-1. The 24-hour BBS number is (209) 683-6191.

CompuServe® Help
Catch this wave! Tsunami Product Support is now available on CompuServe®, the world's premier information network.
Connect and "GO TSUNAMI" for up-to-the-minute product information, patches and demos.

What? Not a CompuServe® member?
No problem. Just call 1-800-524-3388 and ask for representative #523. You'll receive a sign-up kit with $15 of usage credit.

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NOTES

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